SCR

Driver Operations Guide

Version 2.0 **Issued** 01/05/2024

What is Driving?

The Driver is responsible for safely transporting passengers across the entire network of SCR. Once a driver arrives at its scheduled stop, it opens its doors for boarding, loads the passengers, closes the doors, and then departs the station to continue to its next stop. These steps may vary slightly depending on whether a Guard and/or Dispatcher is involved.

To begin training for your next rank (Qualified Driver), you must meet the following criteria:

1. You are a Trainee Driver in the SCR Roblox Group
2. You have at least 120 experience in-game

Qualified Driver Training

To obtain the Qualified Driver rank, a Trainee Driver (obtained by joining the SCR Roblox group) must attend and pass the Qualified Driver training after earning 120 experience and passing the theory quiz. The training consists of a briefing, followed by a Question & Answer section for answering your questions, and lastly, a practical assessment.

Spawning as a Driver

From the role selection menu, everyone can select the driver role. After entering the driver team, you can choose a train operator at the top. Based on the operator you select, you will see different trains and routes to choose from.

After selecting your preferred train & route, click 'Drive', and you will be able to choose your spawning location. You will now see a list of depots to spawn at, with an arrow showing you in which direction you will be driving. Click on a depot, and your train will spawn there.

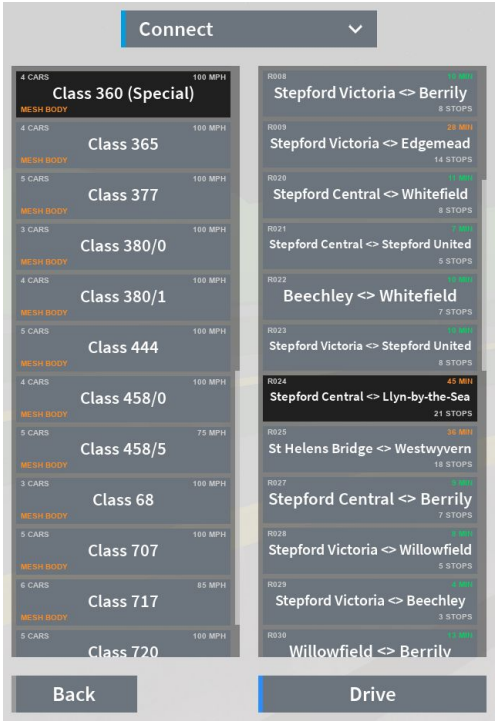
Train Operators in SCR

Stepford Connect

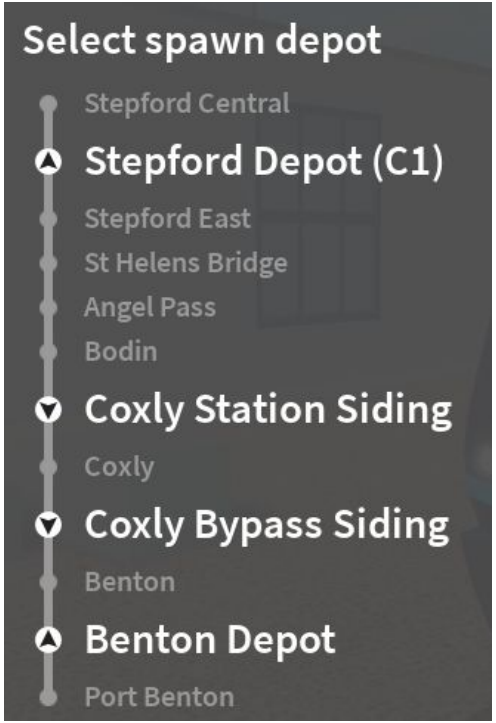
waterline

AirLink

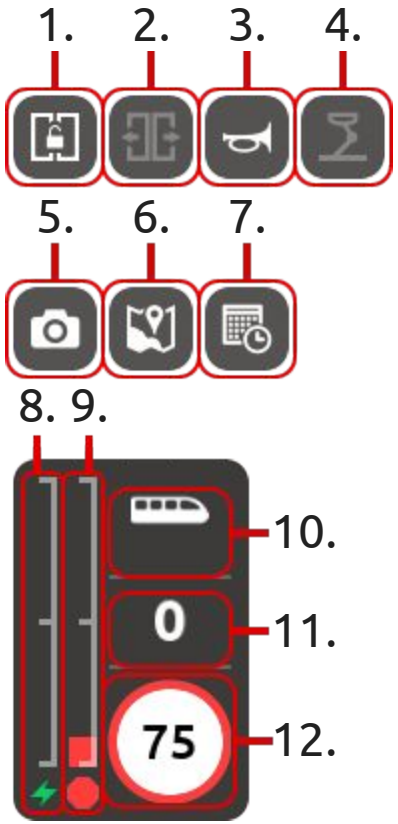
Stepford Express



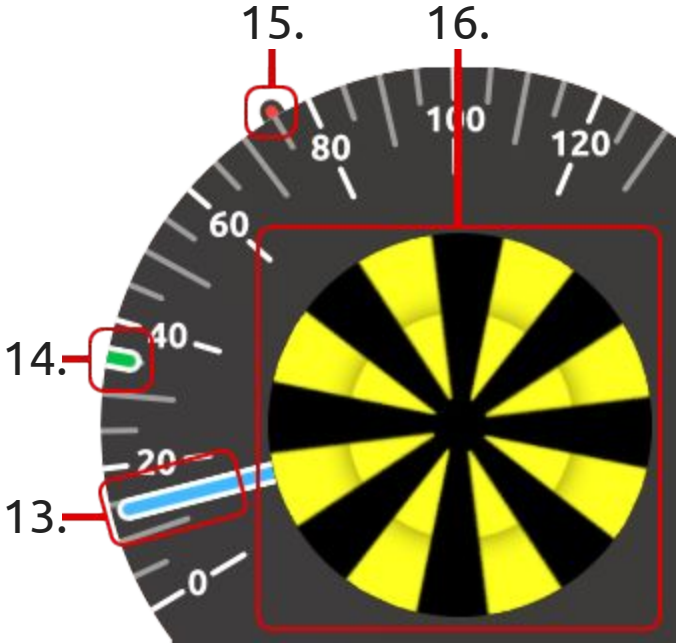
Train & Route Selection Menu



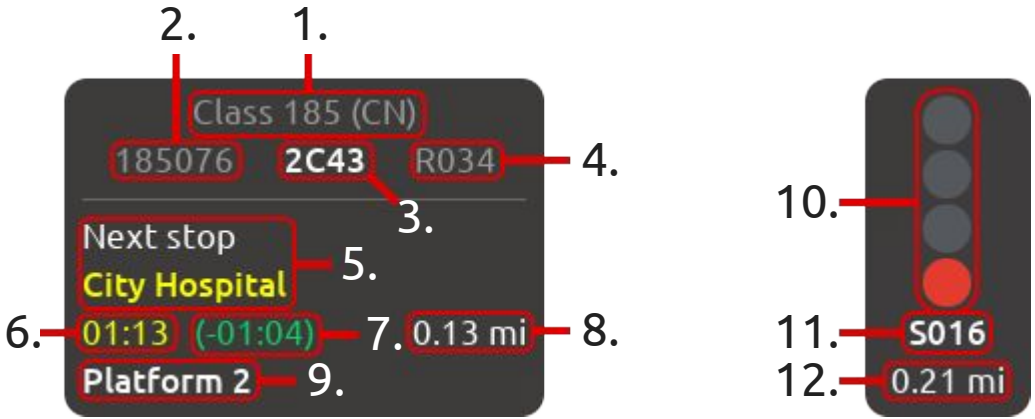
Spawn Selection Menu



1. Lock/Unlock doors
2. Open all doors (Not in use)
3. Horn
4. Pantograph (Not in use)
5. Camera
6. Map
7. Timetable
8. Power/Acceleration
9. Braking Intensity
10. Gradient
11. Current Speed
12. Speed Limit
13. Current Speed
14. Target Speed
15. Speed Limit
16. AWS



1. Train type
2. Unit number
3. Headcode
4. Route number
5. Next scheduled stop
6. Scheduled arrival time
7. Time until the next scheduled stop is due
8. Distance to the next scheduled stop
9. Allocated platform
10. Next signal aspect
11. Next signal name
12. Distance to the next signal



Approaching a Station & Car Stop Markers

When approaching a scheduled stop, slow your train down to a speed between 20 mph and 35 mph. Make sure to align the front of your train with the car marker that matches the number of cars your train has.

While loading your passengers at a station, if the signal ahead shows red, keep the doors open and do not close them until the signal changes to green, double yellow, or yellow.

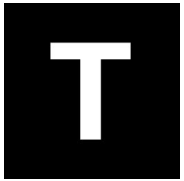
Markers come in many colours, each serving a different operator or train type. Black markers (sometimes dark blue), are universal and not tied to any specific operator or train. Light blue markers are for Connect, orange for Airlink, greyish-blue for waterline and purple/pink is for Express.

Certain trains, like the Express Class 801/02 or the Connect Class 158, may have their own car markers too. These exclusive markers should only be used for the train that is specified on the car marker. Any other trains should use the standard car markers.

When you arrive at a terminus, aim to stop close to the buffer or at the designated car marker if there is one located there. These markers could be labeled as an S-Car marker or marked as “TRAIN STOP”.

4-5 Car Marker

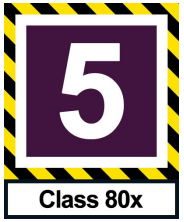
S-Car Marker



Turning Car Marker

2-3 Car Marker for the Class 158

2+5 Car Marker for the Class 43 HST

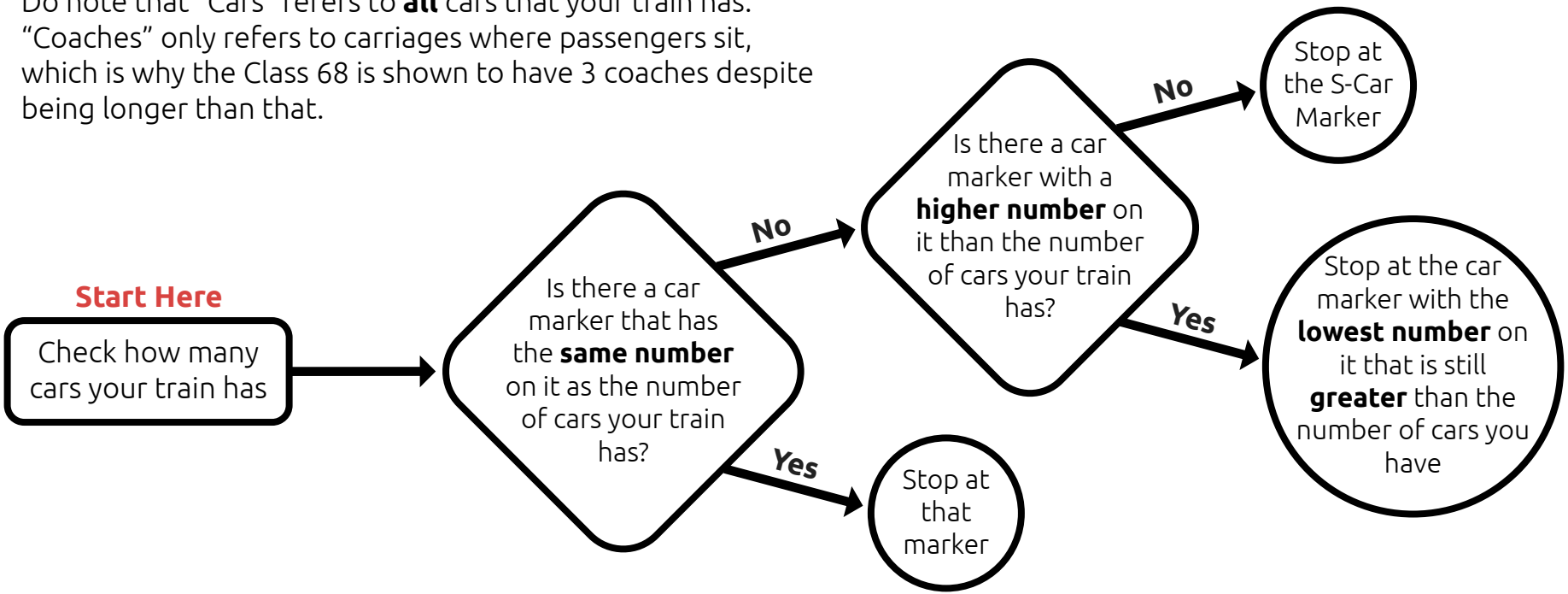


5-Car Marker for any Class 80x

Stopping your train at stations

If you are unsure about where to stop with your train, follow the diagram below by starting at the square on the left side.

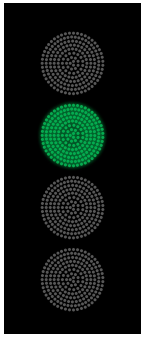
Do note that “Cars” refers to **all** cars that your train has. “Coaches” only refers to carriages where passengers sit, which is why the Class 68 is shown to have 3 coaches despite being longer than that.


Start Here
Check how many cars your train has
Is there a car marker that has the **same number** on it as the number of cars your train has?
Yes
Stop at that marker
No
Is there a car marker with a **higher number** on it than the number of cars your train has?
Yes
Stop at the car marker with the **lowest number** on it that is still **greater** than the number of cars you have
No
Stop at the S-Car Marker

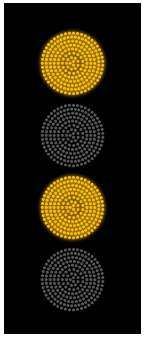
Signal Aspects

To prevent train collisions or accidentally SPAD'ing, you need to understand each signals meaning and what you should do when you see them.

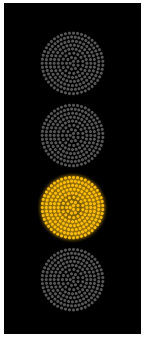
- **Green**: The next signal block is clear, allowing you to pass at the speed limit. The next signal may be green or double yellow.
- **Double Yellow**: The next signal block is clear, allowing you to pass at the speed limit. Be ready to slow down after passing it, as the next signal may be yellow.
- **Yellow**: The next signal block is clear, but you should slow down to 45 mph until the next green signal. The next signal may be red, yellow or green.
- **Red**: The next signal block is blocked by another train or is being controlled by a signaller (shown by a blue dot on the signal). Stop in front of the signal and wait until the signal is yellow or green before you continue.
- **Shunt Signals**: They can be found on the ground at depots and sidings. White means that you can continue at the speed limit, and red means the next signal block is blocked.



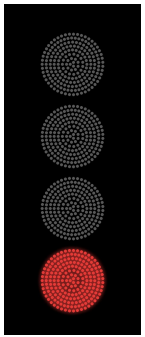
Proceed



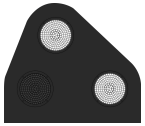
Preliminary Caution



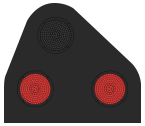
Caution



Danger



Proceed Shunt Signal



Danger Shunt Signal

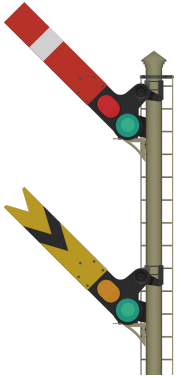
Semaphore Signals

Semaphore signals are an older type of signal that will show if the next signal block is safe for you to enter or not. With these signals, the position of the arms will tell you the aspect of the signal, and the coloured light is an additional help to see the aspect of the signal better at night.

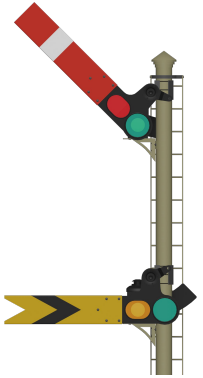
Green: When both arms are pointing up, it indicates the next signal block is clear and you can proceed at the speed limit. Additionally, a single red arm pointing up also means it is a green signal.

Yellow: If the red arm is pointing up and the yellow arm is horizontal, it means that the next signal block is clear, but you should reduce your speed to 45 mph until the next green aspect. The next signal may be red, yellow, or green.

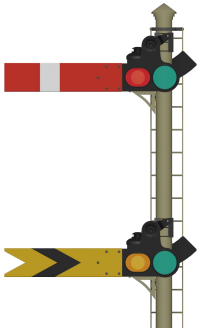
Red: When both arms are horizontal, it means the next signal block is blocked by another train. You should come to a stop in front of the signal and wait until it changes to yellow or green to continue. A single horizontal red arm also indicates a red signal.



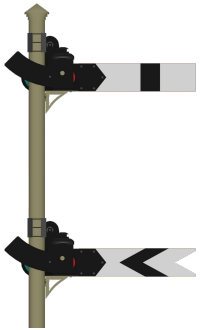
Proceed
(Green)



Caution
(Yellow)



Danger
(Red)

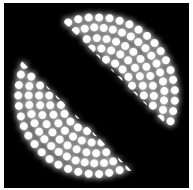


Back side of
the signals

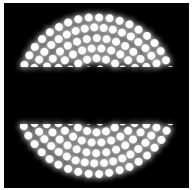
Banner Repeaters & Route Indicators

Banner repeaters: They are a type of signal that indicates whether you can pass the next signal or if you need to prepare to stop. A diagonal black line means that the next signal is green, double yellow, or yellow. A horizontal black line means that the next signal is red and that you need to prepare to stop.

Banner repeaters are most commonly found at stations but can also be found at other places where visibility of the next signal is limited.

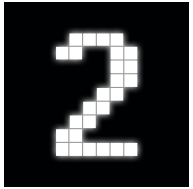


Banner repeater
(Proceed)

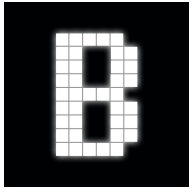


Banner repeater
(Danger)

Route indicators: They will show you where your train is going next. A number tells you which platform you will arrive at the next station, and a letter tells you which line of the track you will be routed on, like at Llyn-by-the-sea or between Leighton Stepford Road and Leighton City.



Route indicator
(Indicating Platform 2)



Route indicator
(Indicating Line B)

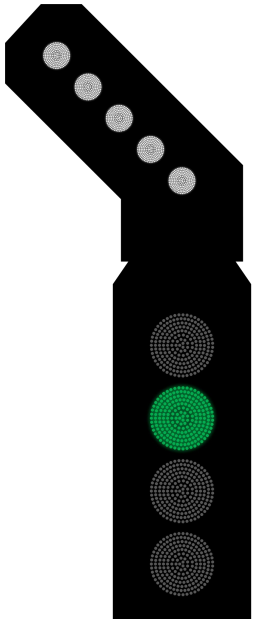
Feather Indicator

When approaching a junction, you may come across another type of signal: the feather indicator. This indicator will always rest on top of the normal signals and show you in which direction your train will be routed. The feather indicator can be found at junctions or at a diverging point where trains can switch tracks or branch off to another line.

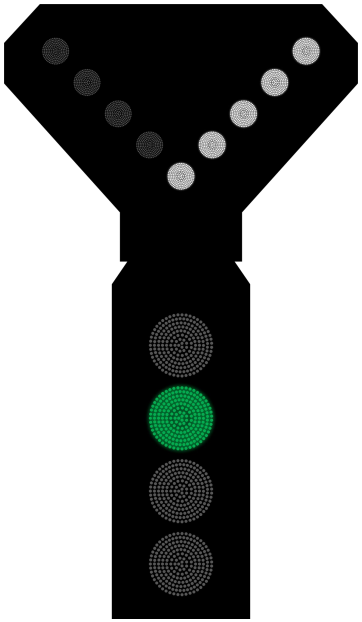
A feather indicator with a single line will indicate whether your train will be routed left or right, depending on its direction and if it is lit up. If the lights are off, your train will continue to go straight.

A feather indicator with two lines works the same way, but it can indicate whether your train will be routed left or right at the next junction, as it does at the Leighton West triangle.

Knowing which direction your train will be routed can help you understand any upcoming directional speed limit indicators better, so you know whether you should react to them or not.



Feather Indicator (Indicating your train will be routed left)



Feather Indicator (Indicating your train will be routed right)

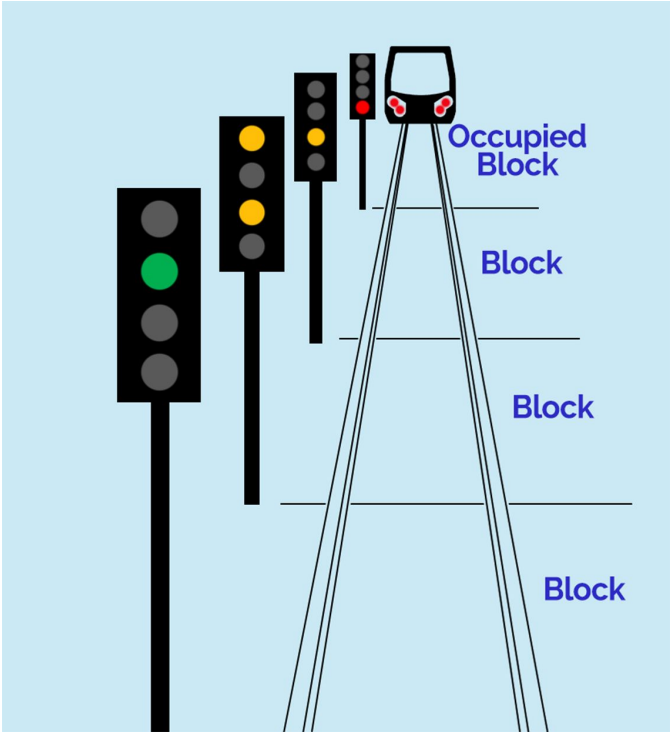
Signal Blocks - Explained

Every route is broken up into smaller sections that are referred to as “block”, which is the area between two signals.

Most blocks are big enough to allow for your entire train to stop within one.

These blocks are used to ensure a safe and efficient operation of the trains.

Only one train at a time is allowed to occupy a block, to prevent any crashes.



Signal Block Visualization

Interacting with a Dispatcher

The driving procedure varies slightly, depending on whether there is a Dispatcher on the platform where you are stopping or not.

When you arrive at a station and have finished loading your passengers, you will notice that you are unable to close your doors if there is a Dispatcher on duty. Instead, you will see "*Awaiting initial dispatch procedure*" above the Speedometer.

You will have to wait for the dispatcher to come to your platform and dispatch your train. They will sound their whistle, after which you will see "*Lock passenger doors to finish loading*" above your Speedometer and are able to close your doors. When this has been done, you will then see "*Awaiting final dispatch procedure*" above your Speedometer.

After the Dispatcher sounds their whistle for a second time, you will be allowed to depart the station and be on your way to your next stop.

Train being dispatched

The driving procedure varies slightly, depending on whether there is a Guard on your train or not.

When accepting a guard request, a guard is teleported to a seat inside your train. When you come to a stop, you need to press T to allow the guard to unlock the doors and begin loading passengers.

Guard Request

Once passengers are loaded, you will see "*Awaiting initial dispatch procedure*" above your Speedometer and have to wait for the guard to sound their whistle and close the doors again. When your doors are closed and the next signal is not red, they will sound their whistle a second time and get back into your train.

Before you can depart, the guard needs to press the buzzer to let you know that everything is ready for departure. You will hear an audible tone, and the bell icon in your GUI will be highlighted with a pink border. Signal the guard by clicking on the bell in the GUI or simply pressing T. After this, you are allowed to depart the station and drive to your next stop.

Guard Buzzer

The **AWS** (Automatic Warning System) will alert you with a visual indicator and an audible tone when you are approaching a signal that is set to **Preliminary Caution**, **Caution** or **Danger**.

You have 6 seconds to dismiss the AWS warning by clicking directly on it in the GUI or by pressing Q on your keyboard.

If you don't dismiss the AWS warning, your train will immediately stop. You will then have to wait 10 seconds before you can release the brakes.

If you **SPAD** (Signal Passed At Danger), the **TPWS** (Train Protection & Warning System) will engage the emergency brakes, and your train will immediately stop. You will have to wait 10 seconds before you are able to release the brakes and resume driving.

If the signal is controlled by a signaller, you have to wait for them to change the signal to caution/proceed before you can release the brakes.

AWS Indicator
(Off-State)

AWS Indicator
(Warning-State)

AWS Indicator
If you don't accept it or SPAD

Signage around SCR

Throughout the rail network of SCR, you will encounter many signs that will help you operate your train safely.

Speed Indicator: The number on the sign indicates the speed limit at which you can pass it at until the next speed indicator. Your GUI will also display this speed limit below your current speed.

Warning Indicator: This sign will alert you to an upcoming lowered speed limit. When passing this sign, you should start slowing down to the speed shown on it.

Whistle Board: This sign is typically found near level crossings or hidden junctions. When you pass this sign, you should sound your horn to warn potential pedestrians and oncoming trains that you are approaching.

Some signs can have an arrow above or underneath them. The arrow indicates that the new speed limit will apply to trains driving in that specific direction.

Speed Indicator

Warning Indicator

Directional Speed Indicator

Directional Warning Indicator

Whistle Board

Headcodes

A headcode is a unique identifier for your train and is used for communication between Drivers, Dispatchers, Guards and Signallers. Headcodes consist of the following:

A single-digit number

This can be a 9, 1, 2 or 3. Each of them stands for a different type of service (priority) as shown on the right.

A single letter

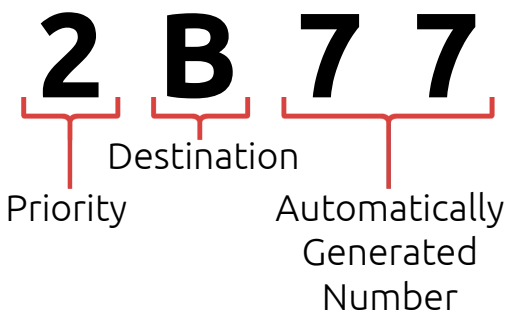
The destination of your train is shown by the letter in your headcode. To see which letter stands for which station, you can visit the Signaller Guide (Page 4) [here].

A two-digit number

The last two digits of the first train's code are randomly generated between 00 and 98, provided there hasn't been a previous train with the same priority and destination. Any trains with the same priority and destination that spawn after, increase the last generated number by one until it reaches 98, then loops back to 00. This means that the numbers are random for the first train of its kind but sequential for any following trains of the same kind.

Visual representation of a Headcode

(A Stopper Service to Benton)



9Xxx	High Priority Service
1Xxx	Semi-Fast Service
2Xxx	Stopping Service
3Xxx	Empty Coaching Stock

Action	Keyboard + Mouse	Gamepad	Mobile
Increase Throttle	W / ↑	RT	GUI
Decrease Throttle	S / ↓	LT	GUI
Accept AWS alert / Release Brake	Q / GUI	X	GUI
Toggle Schedule Window	D / 2 / GUI	D-pad	GUI
Toggle Operator Map	M / 1 / GUI	D-pad	GUI
Enable / Close Passenger Doors	T / GUI	Y	GUI
Signal Bell (Buzzer)	T / GUI	Y	GUI
Sound Horn	H / GUI	L	GUI
Cycle Camera Mode	C / GUI	RB	GUI

Keybinds (continued)

Action	Keyboard + Mouse	Gamepad	Mobile
Adjust / Snap Camera Zoom In			Pinch
Adjust / Snap Camera Zoom Out			Pinch
Adjust / Snap Camera Rotation			Pan
Adjust / Snap Camera Pitch			Pan
Reset Camera Rotation/Pitch			GUI
Next Tutorial message			GUI
Toggle HUD Visibility		N/A	N/A

Rules & Consequences

As a Qualified Driver here at SCR, you need to keep in mind that there are rules that you need to follow. The rules are not limited to those shown below and are only examples of the most common ones.

- Disrespectful behaviour towards any user at SCR, regardless of their rank
- Ruining others' in-game experiences by leaving your train AFK on the tracks, intentionally driving slowly or train surfing (jumping on the roof of a train)
- Parkouring to places you should not be at, such as a roof/gantry or jumping across the tracks
- Hindering Guards/Dispatchers/Signallers from doing their work
- Exceeding the speed limit (Speeding)

If reported, the Driver Managers will review the case and issue an official warning if valid evidence is presented. Depending on the frequency and severity of the offense, you may be demoted to Trainee Driver and temporarily or permanently banned from future QD Trainings.

Conclusion

This guide should answer all of your questions on the subject of driving.

If you have any questions, please do not hesitate to get in touch through SCR Assistance on our community server. A Supervisor will be happy to assist you.

For working clickable links and easy access to all of our guides, please visit our community server and open the guide in your web browser. You can find the link on our ROBLOX game page under social links.

Dispatching Guide	Click here
Guarding Guide	Click here
Signaller Operations Guide	Click here
Signaller Desk Setup Guide	Click here
XP/Points per route Chart	Click here

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